

**RENDERING A THREE-DIMENSIONAL
MODEL USING A DITHER PATTERN**

ABSTRACT

5 Rendering a three-dimensional model includes obtaining a
characteristic of the three-dimensional model, determining a
three-dimensional dither pattern based on the characteristic,
and rendering the three-dimensional model using the three-
dimensional dither pattern. Determining the three-dimensional
10 dither pattern may include selecting a number of points to make
up the dither pattern and a location of the points on the
three-dimensional model.

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